INSTRUCTION BOOKLET MODE D'EMPLOI FOLLETO DE INSTRUCCIONES

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

WARRANTY & SERVICE INFORMATION

REV-R

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SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at support.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing.*

*In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

Starting the Game

Insert the Kirby's Return to Dream Land Game Disc into your Wii™ console disc slot and start the game. For more information, please see the Disc Channel section in the Wii Operations Manual: Channels and Settings.

The first time you launch the game, data files will be created. Creating these files requires at least 1 block of free space in your Wii system memory.

Select File

Select a game file, and press 2 to confirm. This will take you to the main-menu screen.

Main Menu

Select the game mode you want to play. Unavailable game modes are grayed out initially. As you progress through the game, more game modes will become available.

About Saving

Whenever you successfully clear a stage, your data will be saved automatically. If you ever want to delete your data, select the Delete File option on the main-menu screen.

Note: Whenever you quit the game or return to the main-menu screen from the pause menu P. 10, your lives and Point Stars will reset to their default values.

- For more information about deleting save files or copying save files to an SD Card, please see the Wii Settings and Data Management section of the Wii Operations Manual: Channels and Settings.
- Please be aware that data cannot be restored once deleted.
- Please do not touch the Power Button or RESET on the Wii console while a save is in progress.

⚠CAUTION: WRIST STRAP USE

Please use the Wii Remote wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play, and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.

When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

To play this game in English, change your language settings in the Wii System Settings.

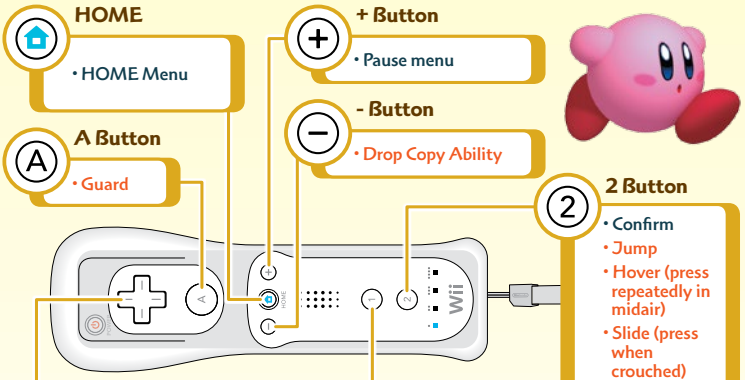
Controls

Hold the Wii Remote™ sideways to play Kirby's Return to Dream Land. When playing a multiplayer game P. 8, each player (up to a maximum of 4) will need a Wii Remote.

Wii Remote

In this manual, red text refers to when you are controlling a character's action in a stage. You can check the controls at any time within the game via the pause menu P. 10.

Controls for certain portions of the game require you to shake the Wii Remote.



HOME
- HOME Menu

+ Button
- Pause menu

- Button
- Drop Copy Ability

A Button
- Guard

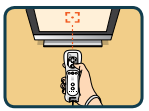
2 Button
- Confirm
- Jump
- Hover (press repeatedly in midair)
- Slide (press when crouched)

+Control Pad
- Select menu item
- Walk (left/right)
- Dash (quickly tap left or right twice)
- Crouch (down)
- Swallow/Copy (with something in mouth)
- Enter door (up)

1 Button
- Cancel
- Inhale
- Spit (with something in mouth)
- Use Copy Ability
- Shoot air (while hovering)
- Shoot water (when in water)
- Throw (when carrying item)

About Holding the Wii Remote Vertically

When playing sub-games, you will need to hold the Wii Remote vertically. Please follow the instructions shown on-screen to play.



Actions

Kirby can perform various actions within the game's stages, such as inhaling and hovering. A few of these actions are explained below.

Inhale

Press 1 to inhale a foe or block, which will remain inside your mouth.

Spit

If you press 1 with a foe or block in your mouth, you will spit out the object.

Swallow

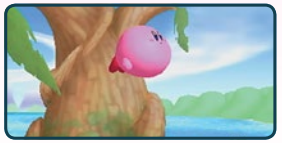
If you press ✚ with a foe or block in your mouth, you will swallow it. If the foe possesses a Copy Ability P. 7, you will copy it.

Super Inhale

If you shake the Wii Remote or press ✚ in various directions while inhaling, you will perform a Super Inhale that allows you to inhale large blocks and enemies.

Hover

Press 2 while in midair to fill your mouth with air. You can then move around while hovering.



Air Bullet

If you press 1 while hovering, you will spit out the air in your mouth as an attack. *(Note: Kirby will fall.)*

Copy Abilities

Kirby's special talent is copying the abilities of his enemies. Using these copied enemy abilities will be very helpful as you fight foes and try to clear stages.

Copying

When you swallow an enemy that possesses a Copy Ability, you will copy it. In general, these abilities are used by pressing (1) in combination with other buttons. Go to the pause menu P. 10 to learn more about your current Copy Ability.

Dropping a Copy Ability

When you take damage, or when you remove a Copy Ability by pressing (−), the Copy Ability turns into a star and flies away. You can inhale this star to take back the Copy Ability if you want.

Copy Essence

Touching an item known as a Copy Essence allows you to take on the Copy Ability shown on it.

Mixing Copy Abilities

When Kirby inhales three or more enemies at a time that possess a Copy Ability, he can take one of several Copy Abilities. Kirby's status icon P. 9 will cycle through each available ability. Press (2) to stop the cycling and take the Copy Ability Kirby stops on.

Super Abilities

When Kirby swallows certain enemies, a gauge like the one shown on the right will appear. Until this gauge is depleted, Kirby can use a Super Ability!

Super Ability Gauge

Gauge depletes as time passes.

Multiplayer

By connecting multiple Wii Remotes, up to 4 players can play cooperatively at once. Players can join or leave the game at any time with just the press of a button.

Joining a Game

When a player who wants to join presses any button on his or her Wii Remote, the character-selection icon shown below will appear. Use ✚ to select a character, then press (2) to join the game. To leave the game, hold (−) at any time.

Selected Character

Only a Kirby character can copy enemy abilities, but the other characters each have their own special attacks.

Notes about Multiplayer

- When anyone other than Player 1 joins the game, it costs one life. If a player leaves the game with full health, one life will be added back to your total.
- New players can join even if you have no extra lives, but they will begin with reduced health.
- Certain game modes do not allow players to join or leave at any time.

Special Multiplayer Actions

There are several special actions that can only be performed in multiplayer. For example, if all players Piggyback on one another, hold (A), and then release at the same time, they will perform a powerful Team Attack.

Go to the pause menu P. 10 *to learn more about special actions you can perform.*

Face-to-Face

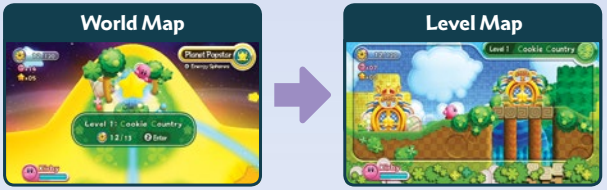
If you touch an ally immediately after healing yourself with a food item during a multiplayer game, you will perform a Face-to-Face and heal your friend as well.

Playing the Game

Control Kirby as he explores various levels. Each level contains various stages, including a boss stage. Once you defeat the boss, the next level will appear.

World Map and Level Maps

After selecting a level on the world map, you will enter the level map. Select the stage you want to play. Once you clear the stage, a new stage will open.



Stage Screen

Kirby's Remaining Lives

Point Stars
Gather 100 and Kirby will gain an extra life.

Status
Kirby's current Copy Ability and health.

Energy Spheres Collected
As you collect Energy Spheres in the stage, these will be colored in.

The Lor Starcutter

The Lor Starcutter is a spaceship that serves as the headquarters for your adventure. As you gather Energy Spheres, new sub-games and challenge stages (in which you must use specific Copy Abilities) will become available to play here. Find all the Energy Spheres you can!

Advancing through Stages

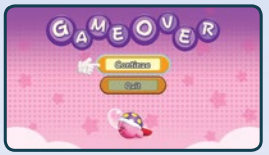
Control Kirby as he overcomes foes and obstacles and proceeds to the end of each stage.

Health

Whenever a foe's attack hits Kirby or he touches spikes or other dangerous obstacles, he will lose health. You can restore health by eating food items.

Game Over

When Kirby runs out of health, you will lose one life. If you run out of health with no remaining lives, your game will end and the screen to the right will appear.



Clearing Stages

Proceed all the way to the end of a stage, and you will clear it (a boss battle will be waiting for you at the end of each level's boss stage). After clearing the stage, a goal game will begin. Press 2 to launch yourself skyward. You will earn a prize based on how high you soar, so take care when timing your button press!

Pause Menu

Press + while playing to open the pause menu. Here, you can use ✚ to cycle through various pages of information, including details about how to use your current Copy Ability. *The menu shown will vary depending on how much progress you've made.*

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?

Nintendo Customer Service
SUPPORT.NINTENDO.COM
or call **1-800-255-3700**

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

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BESOIN D'AIDE DANS UN JEU?

Nous vous suggérons d'utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche : « solution complète », « FAQ », « codes », « trucs » et « astuces ».

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¿NECESITAS AYUDA CON UN JUEGO?

Si necesitas ayuda para avanzar en los juegos, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son "instrucciones paso a paso", "preguntas frecuentes", "códigos" y "consejos".

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P.O. BOX 957, REDMOND, WA
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